1 - Instantiation
2 - Instantiation, start, join
3 - summonHorsesToPaddock, entertainTheGuests
4 - setHorsesWinningChances, acceptedAllBets, acceptTheBet, areThereAnyWinners, honouredAllTheBets, honourTheBet
5 - summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
6 - startTheRace, getResults
7 - waitForNextRace, unblockGoCheckHorses, goWatchTheRace, haveIWon, relaxABit
8 - lastCheckHorses, unblockGoCheckHorses, goCheckHorses
9 - placeABet, goCollectTheGains
10 - proceedToStable
11 - lastArrivedToPaddock, proceedToPaddock
12 - unblockProceedToPaddock, unblockMakeAMove
13 - proceedToStartLine, makeAMove, hasRaceFinished
14 - setRaceNumber, setHorseState, setHorseAgility, setOdds
15 - setBrokerState, setSpecatorState, setBetA, setSpecatorMoney
16 - setSpectatorState, setBrokerState
17 - setTrackSize, setHorseState, setHorsePosition, setHorseIteration, setHorseEnd
18 - setHorseState, setSpecatorState, setBetS
19 - initLog, setBrokerState
20 - writeInString
21 - Instatiation, openForWriting, openForAppending, writeInString, close